Alabama Chess Federation

# Alabama Chess Antics

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Dr. Stuart Rachels in the process of beating ten opponents all at once. (Simul at 28th Queen of Hearts, Auburn University at Montgomery, February 11, 2000.)

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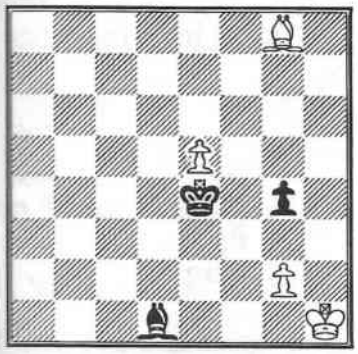
# A "Simple" Looking Endgame *by Stephen Muhammad*

*This article appeared originally in* Georgia Chess *and is reprinted here by permission. At the end, Stephen includes one of his games from the recent Queen of Hearts tournament.*

I found the following study in John Nunn's book *Tactical Chess Endings*. The study is so instructive, I constantly use it to illuminate the minds of my students. How many won chess games have been drawn or lost simply because of a careless move? I wish I had a dollar for every one of my own! How about you? I can sum up how to avoid the pain of letting those wins get away in two words. Be careful! In the following "simple" looking endgame, caution and patience are required to realize the full point.

**V. Yakimchik,**
**Shakhmaty v SSSR 1966**



**White to play and win.**

**1. e6 ...**

The first move is simple enough.

**1... g3!**

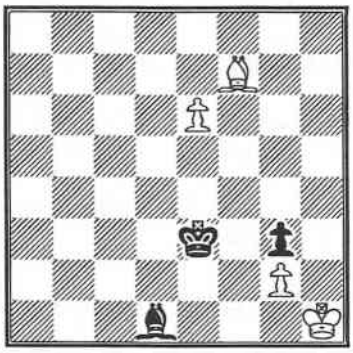
The only move for black. There is no time to try and catch the pawn. Moves like 1...Ba4 2. Bf7 make matters very easy for white.

**2. Bf7! ...**

The careless 2. e7 throws the win away. After 2...Bh5 3. Bc4 Be8 the e7 pawn falls, and the game is drawn.

**2. ... Ke3!**

Since black cannot catch the pawn, he goes on the attack! 2... Bb3 fails to 3. Bg6+ followed by 4. e7 winning.



Now here is where many of us, who have not learned to be careful, would let the win slip away. One of Reuben Fine's endgame principles is that "passed pawns must be advanced as rapidly as possible." The key words here are "as possible." Here, believe it or not, the casual push would cost a painful half point. 3. e7? Kf2 4. e8=Q Bf3! threatening mate! 5. Bd5 Bg2+! 6. Bg2 stalemate!

**3. Be8!!**

The only path to victory!

**3... Kf2**

3...Bf3 gets embarassed here by the simple 4. Kg1.

**4. Bc6 ...**

Ah, white can relax now that he has the g2 square covered, right? Wrong!

**4... Be2!**
**5. e7 ...**

The pawn finally gets rolling!

**5... Bf1**

Here we are again! But this time white is ready.

**6. e8=N!**

Now the win is easy. Easy if you know how to mate with a Bishop and Knight! Do you? For starters, white will bring the Knight back to e4. The win is academic from that point.

**Queen of Hearts**
**2/13/00 , Round 4**
**S. Muhammad vs. R. Aeria**

1. d4 g6 2. Nf3 Bg7 3. c3 Nf6 4. Bf4 d6 5. e3 O-O 6. h3 Nbd7 7. Be2 b6 8. Nbd2 Bb7 9. O-O e6 10. Qc2 Qe7 11. Bg5 h6 12. Bh4 Rfc8 13. Rac1 Qe8 14. Rfe1 c5 15. Bg3 d5 16. b3 Qe7 17. Qb1 Ne8 18. Bh4 Bf6 19. Bxf6 Qxf6 20. Bd3 Nd6 21. Red1 Kg7 22. Nf1 Rc7 23. Ng3 Re8 24. Be2 Rec8 25. Re1 Re8 26. Qb2 e5 27. dxe5 Nxe5 28. Nxe5 Qxe5 29. Red1 Kg8 30. Rc2 Ne4 31. Nxe4 dxe4 32. Rcd2 Bc6 33. Bc4 Kg7 34. a4 h5 35. Rd6 Ree7 36. Bb5 Bb7 37. Qd2 Re6 38. Rxe6 Qxe6 39. Bc4 Qf6 40. Qc2 Qe5 41. Rd8 Rc8 42. Rd7 Rc7 43. Qd2 Bc6 44. Rd8 Qe7 45. Bb5 Qe6 46. Rd6 Qe8 47. Rxc6 1-0

# Traps that People Actually Fall Into *by Bill Melvin*

I've often stated that there are so few opening traps that you could actually learn all of them through experience at no great cost. Many traps fall into one of two categories: 1) Traps that are obscure and only happen if both sides play 15 moves to reach the trappy position, and 2) Traps that require the person setting the trap to make a very weak move. In this case, opponents who dodge the trap get a better position. Strong players don't play for such traps.

The following are a bunch of traps that actually occur in games. Most of these have occurred in my own games multiple times. None require the trap setter to play a truly bad move.

### Trap 1: The Fool's Mate

This is the first opening most scholastic players learn. It teaches us to look at our opponent's threats. It begins:

| | |
|---|---|
| **1. e4** | **e5** |
| **2. Qh5** | **...** |

Notice that this move threatens to capture the e-pawn with check and is the preferred move order. After the more common 2. Bc4, black might respond 2. ... Nf6 and the Fool's Mate has been defeated.

| | |
|---|---|
| **2. ...** | **Nc6** |
| **3. Bc4** | **Nf6??** |
| **4. Qf7 (mate)** | |

**1 - 0**

Every scholastic tournament features this opening several times.

### Trap 2: The Petroff

Here is another common scholastic trap. This one is occasionally missed by beginning adult players as well.

| | |
|---|---|
| **1. e4** | **e5** |
| **2. Nf3** | **Nf6** |
| **3. Ne5** | **Ne4??** |

Black should play 3. ... d6 to avoid a horrible fate.

| | |
|---|---|
| **4. Qe2** | **Nf6** |

Black's last chance was to play 4. ... Qe7, 5. Qe4, d6 to keep the losses to a minimum.

**5. Nc6**

White wins black's queen for a knight.

### Trap 3: Center Counter Game

This is the last of the common beginner traps. This is only seen on the first day someone takes up the Center Counter (or speed chess).

| | |
|---|---|
| **1. e4** | **d5** |
| **2. ed** | **Qd5** |
| **3. Nc3** | **Qc6??** |
| **4. Bb5** | |

White wins black's queen for a bishop.

### Trap 4: Four Knight's Game

This trap is commonly fallen into by players rated less than 2000. Surprisingly, often neither player is aware that a trappy position has been reached and white gets away with the error.

| | |
|---|---|
| **1. e4** | **e5** |
| **2. Nf3** | **Nf6** |
| **3. Nc3** | **Nf6** |
| **4. Bc4?** | **...** |

Here is the critical position. Note that this position may be reached any number of ways. Try 1. e4 e5, 2. Nc3 Nf6, 3. Bc4 Nc6, 4. Nf3? (f4 is better) or 1. e4 e5, 2. Nf3 Nc6, 3. Bc4 Nf6, 4. Nc3? (4. Ng5 or 4. d4 are better).

| | |
|---|---|
| **4. ...** | **Ne4!** |

The fork trick!

| | |
|---|---|
| **5. Bf7?** | **...** |

The person falling into the trap nearly always plays this move. Better is 5. Ne4, d5, 6. Bd3 de4, 7. Be4 with an evenish position. However, few can resist the temptation to drive the black king into the open for free.

| | |
|---|---|
| **5. ...** | **Kf7** |
| **6. Ne4** | **d5** |
| **7. Neg5** | **Kg8** |
| **8. d3** | **h6** |
| **9. Nh3** | **...** |

Black has a wonderful position and inevitably wins. Notice how safe the black king remains on g8. The white light squared bishop has long since left the game. White's position remains uncomfortable at best.

### Trap 5: The Vienna Game

I've only resigned two tournament game in less than 20 moves. I lost on the black

side of this opening in a mere 15 moves. While theory considers black's position to be playable, in practice white does very well.

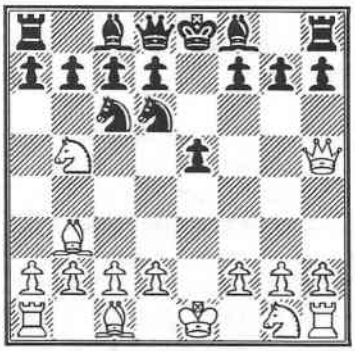
| | |
|---|---|
| **1. e4** | **e5** |
| **2. Nc3** | **Nf6** |
| **3. Bc4** | **Ne4!?** |

The books give this move as equalizing. More practical is 3. ... Nc6 and invite white to fall into Trap 4.

| | |
|---|---|
| **4. Qh5** | **Nd6** |
| **5. Bb3!** | **...** |

Many players of the black pieces assume white will play 5. Qe5 Qe7 with dull equality. White needn't be so obliging.

| | |
|---|---|
| **5. ...** | **Nc6** |
| **6. Nb5** | **...** |



*Position after **6. Nb5***

Black is in a mess and often loses quickly. Theory gives variations like 6.... Qe7, 7. Nc7 with black eventually getting compensation for the sacrificed Exchange. Black rarely finds this Exchange sacrifice or the follow up afterwards. White scores very well from this position.

**Trap 6: The Goring Gambit**

Here is my old favorite. I love gambits!

| | |
|---|---|
| **1. e4** | **e5** |
| **2. Nf3** | **Nc6** |
| **3. d4** | **ed** |
| **4. c3** | **dc** |
| **5. Bc4** | **Be7??** |
| **6. Qd5** | **...** |

I've actually seen black resign here! The position is almost tenable, though after the forced 6. ... Nh6, 7. Bh6, O-O, 8. Nc3 gh6 where black's kingside weaknesses should decide. Notice that black does well if white tries to keep the extra piece with 8. Bc1 Nb4 and black picks back up the lost material.

**Trap 7: The Pirc Defense**

Even Experts and Masters continually fall for this one.

| | |
|---|---|
| **1. e4** | **d6** |
| **2. d4** | **Nf6** |
| **3. Nc3** | **g6** |
| **4. f4** | **Bg7** |
| **5. Nf3** | **O-O** |

Notice that on 5. ... c5 black can meet 6. dc with 6. ... Qa5 threatening Ne4 and providing enough time for Qc5. Most black players don't play 5. ... c5 because of the complications associated with 6. Bb5 Bd7, 7. e5 Ng4, 8. e6.

| | |
|---|---|
| **6. Bd3** | **...** |

This is the move that is supposed to stop c7-c5 once and for all. However, black often (usually?) plays:

| | |
|---|---|
| **6. ...** | **c5?!** |
| **7. dc** | **dc** |
| **8. e5** | **Nd5** |
| **9. Nd5** | **Qd5** |
| **10. Qe2** | **...** |

*Position after **10. Qe2***

Black has a difficult position to play with all the white pressure. At least twice in my games, play has continued:

| | |
|---|---|
| **10. ...** | **Nc6** |
| **11. Be4** | **Qd7** |
| **12. Qb5** | |

White wins black's c pawn.

**Trap 8: The French Defense**

Black French players often see this in various forms.

| | |
|---|---|
| **1. e4** | **e6** |
| **2. d4** | **d5** |
| **3. e5** | **c5** |
| **4. c3** | **Nc6** |
| **5. Nf3** | **Bd7** |
| **6. Bb5?** | **Ne5** |

White loses a pawn as the e5 knight is poised to recapture on d7.

In practical chess, traps rarely win the game on the spot. Most traps only give one side a big positional advantage or a pawn. Nonetheless, an arsenal of traps can make any player a dangerous opponent.

# The Importance of Opening Study *by Bill Melvin*

I'm often asked how important it is to study chess openings. After years of reflection, it really isn't an easy question to answer at all. At Garry Kasparov's level, knowing all the latest variations 30 moves deep is an absolute necessity. Not only that, but Garry needs to have TNs (theoretical novelties) ready to spring in every major opening. Such an effort requires a team of people, computers, a good memory, and considerable time. At the other extreme, someone new to chess doesn't need to know any opening theory at all. If they remember how all the pieces move they are doing well. If they happen to develop in a semi-orderly fashion without blocking in their pieces they are doing great. Thus, the importance of opening study appears to be relative to desired playing strength.

One of the most frustrated stereotypes of chessplayers I have encountered over the years is "Bob the Book Boy." Most of us have met Bob before. Bob has a 1600 rating and owns 300 opening books. He always has 7 or 8 with him at any given time and it is quite intimidating to play a Queen's Indian Defense against Bob because Bob has the latest book on the subject in his briefcase. Nonetheless, Bob falls into the most basic of traps and loses in 8 moves. It seems that Bob either doesn't read his 300 books, doesn't understand them, or doesn't remember them. Bob is basically a chess opening book collector. He is about as threatening to a chess player as a coin collector is to the Philadelphia mint.

Another frustrated stereotype is "Larry the Line Lover." Larry has an 1800 rating and owns 25 of the latest chess opening books. He has formed a complete repertoire and actually can remember the moves to get an advantage against anyone. Larry's games are often the same: 1) Larry gets a nice theoretical advantage out of the opening. 2) Larry doesn't exactly understand his advantage and gradually lets it slip. 3) Larry ultimately loses and tells everyone within earshot that he had a won position out of the opening. His opponent admits that he was lucky --- for the fourteenth time in a row. Larry is lacking basic chess knowledge and will never be able to consistently convert those advantages until he goes back and fills in gaps in his chess knowledge.

So, how much chess opening study is appropriate at each level? While every player learns the game differently, some general guidelines can be formed as a framework. Here is a guide to what needs to be studied:

Players rated under 1000 do not need much opening knowledge. They should concentrate on development and know how to defend against the 4 move checkmate. To move on, they must learn the basic checkmates (such as King and Queen or even King and Rook) and be able to recognize their opponents threats most of the time. Learning to develop all their pieces before starting an attack is all the opening theory required at this stage.

Players rated 1000-1200 need only a small amount of opening knowledge. Most opening theory leads to abstract advantages like "superior minor piece" which players of this level are not ready to exploit. The majority of the games are going to be decided by large blunders. Nonetheless, it is useful to learn the framework for an opening repertoire at this stage. The player should learn standard moves against the most common variations. They will revert back to basic development chess against anything else.

Players rated 1200-1400 are starting to need an opening repertoire. Now is a good time to purchase Batsford Chess Openings 2 or some other worthy all-purpose opening book. Instead of memorizing lines, they should play normally and record the games. Afterwards, they can look the game up in an opening reference or see what a computer might have done in the position where their game deviated from "book." The goal isn't to win the game out of the opening. The goal is to consistently get a playable position with pieces developed to meaningful squares. Opening study is starting to become important, but at this stage it is more important to know why black's c8 bishop is often weak in a French Defense than to know dozens of specific moves.

Players rated 1400-1600 have now begun to win or lose games based entirely out of the opening. For the first time, losing a piece on move 5 is often decisive with little chance for a comeback. By now, their general purpose opening book should start to become worn. They should change from openings that make them uncomfortable and maybe invest in a few detailed opening books that exclusively cover the variations that they experience most in games. The majority of their chess study time should still be spent studying areas other than openings.

Players rated 1600-1800 are starting to win a fair percentage of games based on superior opening knowledge. Now is a good time to invest in a complete set of the Encyclopedia of Chess Openings and/or a chess database. An airtight opening repertoire is the goal

(although few ever achieve this). Forgetting book knowledge is acceptable, but all recorded games should be reviewed carefully to identify at least the first errant move. With a detailed chess library and the knowledge of how to use it, there is no excuse for consistently getting bad theoretical positions. Notice that opening knowledge still takes a back seat to chess technique. All players in this range should know basic endings like (for rooks) Philidor's position and Lucena's position. Basics about inferior/superior minor pieces should be understood as well. When a chess opening book leaves off analysis saying that white is better because of "greater board room" take the time to figure out how the advantage might be exploited. Make a habit out of continuing to play the position after the evaluation is reached in a book. Oftentimes being just a little more familiar with a position makes a world of difference when facing someone of similar strength with similar knowledge.

Players rated 1800-2000 are starting to possess GrandMaster (GM) knowledge of certain opening variations. They love certain positions and just know they are going to win whenever their opponent plays into the trap. This "trap" may be sound theoretically like the Dragon Sicilian or Pirc. Nonetheless, they have studied some sharp lines to the point that their opponent has little chance unless they are equally well prepared. Their technique is strong too, so their victims occasionally include Masters. However, their opening knowledge is known as much for its weaknesses as strengths. They routinely reach positions that they don't really understand. Such problems can be remedied by deeper study of the variation under question. Better yet, they should identify another variation that they enjoy playing more. Knowledge about discarded openings still comes into play in practical chess.

Players rated 2000-2200 rarely lose the game out of the opening unless playing strong GMs. Their knowledge goes beyond simple "book" knowledge in that they have extensive experience playing many openings. They include original moves from past games as part of their knowledge and may be prepared to play strong "home-cooked" moves which aren't found in any opening books as part of their repertoire. Their opening repertoire is mature and their technique is extremely consistent. An Expert can win at least the occasional game from anyone in the world.

Players rated 2200-2400 feel as though they can play any opening. Having tried various openings over the years and become acquainted with many systems, they can often find the key ideas over the board and occasionally improve on theory against a better prepared opponent. Their opening repertoire is likely to include multiple moves which they feel confident playing depending upon the circumstances. One older move might be reserved for younger opponents. Another drawish move might be saved for games where a peaceful result is desirable. World class TNs occasionally come out of this group of chess Masters.

Players rated 2400-2600 understand their opening repertoire as well as a master artist understands their paints. They may have written complete books on opening variations. International Masters (IMs) and GMs in this group are often the world's foremost authority on a given opening. Their chess weaknesses are so small that only a handful of players in the entire world can exploit them with any consistency whatsoever.

Players rated above 2600 have moved beyond understanding openings. They understand chess. Entire systems are known to be unplayable at the highest levels for reasons which players in the other groups often can't even grasp. These players have a TN ready in just about every line of every opening they play. They study their opponents carefully and try to find and save TNs for important encounters. Garry Kasparov felt like he wasted a strong TN against Tal Shaked (a "mere" 2500+ player) which he was saving for Anatoly Karpov. His remark about "using a cannon to kill a fly" wasn't very sportsmanlike either. But, he realized that he would only get to use the strong TN once as the whole world studies these players' games under a microscope. As such, secrecy is an important part of their opening preparation. Many tournaments consisting of the world's top chess players feature a new TN in just about every game. This is truly the cutting edge of chess theory.

The next time someone asks you the importance of studying chess openings, ask them what level of strength they aspire to achieve in chess. But, also remind them that opening play alone is not enough. Endgame and analysis techniques must be mastered before serious opening study can begin to pay dividends.

# Two Games from the AL State Championship *by A.J. Goldsby I*

**1999 Alabama State Championship, Birmingham**

**A.J.Goldsby I (2200)**
**vs. Ken Sloan (1837)**

**French: Main Line Classical**

| | |
|---|---|
| **1. e4** | **e6** |
| **2. d4** | **d5** |
| **3. Nc3** | **Nf6** |
| **4. Bg5** | **Be7** |

The most consistent. 4. ... Bb4 is the McCutcheon Variation of the French. This line is currently experiencing a minor revival with strong players playing it; 4. ... dxe4 is the Burn Variation.

| | |
|---|---|
| **5. e5** | **...** |

The Main Line Classical French. At one time, a very popular line; but not a frequent guest in today's tournaments. Another way to play for White is 5. Bxf6!? Bxf6 6. Nf3 O-O 7. Bd3.

| | |
|---|---|
| **5. ...** | **Nfd7** |
| **6. Bxe7** | **...** |

The normal move here. 6. h4 is the famous Alekhine-Chatard Attack (gambit).

| | |
|---|---|
| **6. ...** | **Qxe7** |
| **7. Qd2** | **...** |

This is not the normal book move here (7. f4 is), but the game could easily transpose back to the book lines, since I plan to play both f4 and O-O-O. I play 7. Qd2 now to stop Black from playing lines with ... Qb4. [After the usual 7. f4, Nunn gives 7. ... O-O (not 7. ... Qb4?! 8. a3! Qxb2? 9. Nb5! Na6 10. Rb1 Qa2 11. Rb3!+-, and White will trap and win the Black Queen with Nc3. But I did not discover this until after the game.) 7. ... O-O 8. Nf3 c5 9. Qd2 (In MCO—14, DeFirmian gives 9. dxc5 Nc6 10. Bd3 f6 11. exf6 Qxf6 12. g3 Nxc5 13. O-O Bd7 14. Qd2 Nxd3 15. cd e5!16. Rae1 exf4 17. Nxd5 Qd6 18. Nxf4 Bg4 19. Qe3 Rad8 20. Rf2 h6 21. h4 Rf7; DeFirmian states Black has full compensation for the pawn. (Aranson—Bareev; Sochi 1988) 9. ... Nc6 10. dxc5 Qxc5 11. O-O-O Nb6 12. Kb1 Bd7 13. Bd3 Nb4 14. a3 a5 15. Rhf1 Rfc8 16. Qf2 Nxd3 17. cxd3 "White is slightly better". I personally think this position is very drawish, expecially if the Queens are exchanged. AJG. [17. Rxd3 !? AJG)]

| | |
|---|---|
| **7. ...** | **a6** |
| **8. f4** | **c5** |
| **9. Nf3** | **Nc6** |
| **10. O-O-O** | **b5** |
| **11. Ne2!?** | **...** |

I think the main line is 11. dxc5 followed by 12. Bd3. [11. dxc5 Nxc5 12. Bd3 Nb4 13. Kb1 Nbxd3 14. cxd3 b4 15. Ne2 b3 16. a3 is what I analysed over the board, and I felt it was better for Black. (16. Qb4!?)]

| | |
|---|---|
| **11. ...** | **Nb6** |
| **12. Ng3** | **Bd7** |
| **13. c3** | **b4** |
| **14. Kb1** | **Na5!?** |
| **15. b3** | **Nc6** |
| **16. Rc1!** | **c4!?** |
| **17. bxc4** | **bxc3** |
| **18. Rxc3** | **Na5!?** |
| **19. c5** | **Na4** |
| **20. Ra3** | **Qd8** |
| **21. Ka1** | **Bb5** |
| **22. Qb4!!** | **O-O!** |

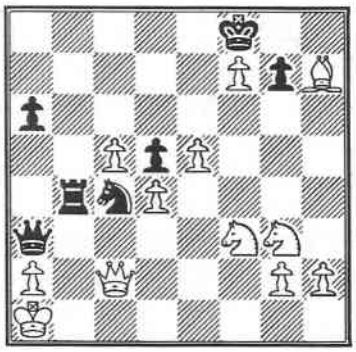
*Position after* ***22. ... O-O!***

Black forgets the material and plays for the attack. [After 22. Qb4, I had calculated the following variation: 22. Rb8!? 23. Rxa4! Bxf1 (23. ... Bd3? 24. Qxb8 Qxb8 25. Bxd3 +-) 24. Qxa5! Bxg2 25. Rb1 Rxb1+ 26. Kxb1 Qxa5 27. Rxa5 Bxf3 28. Rxa6 +- and White is winning easily.]

| | |
|---|---|
| **23. Rxa4** | **Bxa4** |
| **24. Qxa4** | **Qc7** |
| **25. Bd3** | **Rfb8** |
| **26. Qc2** | **Rb4!** |
| **27. Rb1** | **Rab8** |
| **28. Rxb4** | **Rxb4** |
| **29. Bxh7+** | **Kf8** |
| **30. f5!** | **Nc4** |
| **31. fxe6!** | **Qa5!** |
| **32. exf7!** | **Qa3!?** |

*(diagram next column)*

Black can win White's Queen with 32. ... Rb1+!? 33. Kxb1 Na3+ 34. Kb2 Nxc2 , but White wins the game on material and position after 35. Bxc2 Qb4+ 36. Bb3 Kxf7 37. a3 Qb5 38. Ka2 Ke6 39. Ng5 +-.



*Position after* ***32. ... Qa3 !?***

**33. Ng5!? ...**

I thought this was the only move, but it allows Black access to the e1 square. [Much better was 33. e6! Rb2 34. e7+! Kxe7 35. f8Q+ Kxf8 36. Qf5+ Ke7 37. Qg5+ Kd7 38. Qxd5+ Kc7 39. Qxc4 (The move I had missed. White guards the pawn at a2, preventing mate.) 39. ... Rxg2!? (39. ... Rb7 40. Qc2 +-) 40. Qf7+ Kb8 41. Qf8+ Ka7 42. Qe7+ Kb8 43. Qd8+ Ka7 44. Qc7+ Ka8 45. Be4#.]

**33. ... Rb1+!**

A nice interpolation, which I had overlooked at this move, that should have drawn the game. [33. ... Rb2? 34. Ne6+ Kxf7 35. Qg6+ Ke7 36. Qxg7+ Kxe6 37. Bf5#.]

**34. Kxb1 Qb4+**
**35. Kc1 Qa3+?**

Black misses his chance to force the draw. Perhaps he was trying to win ?!?!!?? [Forced is 35. ... Qe1+ 36. Qd1 Qc3 + 37. Qc2 (37. Bc2?? Qb2#) Qa1 + 38. Qb1 Qc3+ 39. Qc2 (39. Bc2?? Qd2#) Qe1+ 40. Qd1 Qc3+ etc. It's a draw. A curious sort of windmill-type perpetual check. Black should take the draw, as White will have pawns and three minor pieces for the Queen. Black can only risk losing by continuing the game.

**36. Kd1! ...**

White continues to fight for the win.

**36. ... Ne3+**
**37. Kd2 Nxc2**
**38. Bxc2 Qb4+**
**39. Ke3 !? ...**

Apparently not the best. I sacrifice the bishop for play, but Black should still be able to draw. [Over the board, short of time, I missed the following pretty forced win: 39. Ke2! Qb2 (39. ... Qxd4?? 40. Ne6+) 40. Kd3! Qxa2 41. Nf5! Qc4+ 42. Kd2 Qb4+ 43. Kd1 Qc4 44. Nh7+ Kxf7 45. Nd6+ +-.]

**39. ... Qc3+**
**40. Kf4! ...**

40. Bd3 Qc1+ winning the Ng5.

**40. ... Qxd4+**

A mistake. It seems a draw could still be had with: 40. ... Qxc2 41. e6 (41. Nf5!?) Qf2+ 42. Kg4 Qxd4+ 43. Kh5 g6+! 44. Kxg6 (44. Kh6?? Qg7#) Qg7+ 45. Kf5 Ke7 46. Kg4! Qd4+ 47. Kh5 Qh8+ 48. Kg4 Qd4+ 49. Kh5, with a draw.

**41. Kf5 Qh4**

41. ... Qd2 42. Kg6! Qxc2+ 43. Nf5 Qxg2 44. e6+-; or 41. ... g6+ 42. Kxg6 Qxe5 43. Nh7+ Ke7 44. f8Q+ Kd7 +-; White can win easily in a number of different ways.

Now there is a pretty finish.

**42. c6! Qc4**

[42. ... g6+ 43. Kxg6 Qh8 44. Nh7+ Ke7 45. f8Q+ +-]

**43. Kg6! Qxc2+**
**44. Nf5 Qxc6+**
**45. e6 resigns**

Mate is unavoidable.

1 - 0

This was a far from perfect game. It is sad, but alas, so true that a Master could so badly misplay the tactics. But it also shows the complexity of chess.

My opponent is to be congratulated. Many players seem to fear and respect my tactics. But Dr. Sloan brought the fight to me with flame-throwers blazing! For much of the game, the computers evaluate this game as +/-. But this is highly misleading as they place too high a value on material, and not enough appreciation for the attack.

**1999 Alabama State Championship, Birmingham**

**A.J.Goldsby I (2200)**
**vs. Alan Kobernat (2115)**

**Two Knight's Defense**

**1. e4 e5**
**2. Bc4 Nc6**
**3. Nf3 Nf6**
**4. d3 h6**
**5. O-O d6**
**6. c3 g6**
**7. Re1 Bg7**
**8. Bb3 O-O**
**9. h3 !? ...**

Just as in the Main Line of the Ruy Lopez, I do not want to allow the pin on my Knight. [9. Nbd2!?]

| | |
|---|---|
| **9. ...** | **Qe7** |
| **10. Nbd2** | **Na5** |
| **11. Bc2** | **c5** |
| **12. Nf1** | **Nc6** |

A position with much in common with the Ruy Lopez or Spanish Game. This is basically what I wanted, a Spanish type position without the Marshall Gambit, the Siesta Variation, the Open Variation, or the many other book lines that give Black good play!

| | |
|---|---|
| **13. Ne3!** | **Kh7!?** |
| **14. Nd5** | **Nxd5?!** |

Black walks into a bad pin on the half-open e-file.

| | |
|---|---|
| **15. exd5** | **Nd8** |
| **16. d4** | **cxd4** |
| **17. cxd4** | **f6** |
| **18. dxe5** | **fxe5** |

Looks forced. [18. ... dxe5?!; Black did not want to allow the passed QP that this move gives to White.]

| | |
|---|---|
| **19. Nd2!** | **...** |

Getting the Knight off the f-file, where it is a target. [This is illustrated by the variation 19. a3?! Qf6 20. Be3? Bxh3 21. gxh3?! Qxf3 and Black is much better or winning.] The e4 square is also very attractive to this Knight.

| | |
|---|---|
| **19. ...** | **Qh4** |
| **20. Qe2** | **Nf7** |
| **21. Ne4** | **Bf5** |
| **22. f3** | **Rac8** |
| **23. Be3** | **...** |

The position is very nearly equal. Any winning possibilities for White are still a long way off.

| | |
|---|---|
| **23. ...** | **b6?!** |

This weakens all the light squares on the Queenside, makes c6 a potential outpost, and allows White to target the a7 and b6 pawns by creating a lever by a2-a4 and a4-a5. I felt 23. ... a6 was better.

| | |
|---|---|
| **24. Bd3** | **Rc7** |
| **25. Bf2** | **Qe7** |
| **26. Rec1** | **...** |

White is better by just a tiny fraction, mainly because of a small space advantage. I will be honest here and point out that nearly every strong computer program rates this position as equal, or nearly equal.

| | |
|---|---|
| **26. ...** | **Rfc8** |
| **27. Qe1** | **Ng5** |
| **28. Be3** | **Nf7!?** |

This retreat may be dubious. Perhaps Black should go ahead and exchange.

| | |
|---|---|
| **29. a4** | **...** |

Now White has increased his edge just a little, and the computers are starting to reflect that evaluation.

| | |
|---|---|
| **29. ...** | **Rxc1** |
| **20. Bxc1?** | **...** |

Clearly an inferior variation. But I was trying not to draw. I felt I had to avoid an exchange of Queens. But the move is bad. After this I am forced to gambit a pawn. Clearly better is: 30. Rxc1 Rxc1 31. Qxc1 Qd7 32. b3 Qb7 33. Qc4 Qc8 34. Qxc8 Bxc8 35. Bb5!. White will play g2-g4 next. Then White will have more space in all three sectors of the board, and Black's Queenside pawns could become very weak. Also notice that two of Black's three pieces are tied up on the Kingside and his KB is partially bad.

| | |
|---|---|
| **30. ...** | **Qb7** |
| **31. g4!?** | **Qxd5** |
| **32. Qe2** | **...** |

I had originally planned 32. Ba6?, but after 32. ... Rc2 33. gxf5 gxf5 34. Nd2 !? [34. a5!?] Ng5 35. Be2 Nxh3+ and Black has plenty of compensation. I only saw this at the last minute. It's always bad when you have to "change oars in midstream".

| | |
|---|---|
| **32. ...** | **Be6** |

Now play is very sharp for something like 10-15 moves.

| | |
|---|---|
| **33. h4!** | **Qb3!?** |
| **34. h5** | **Bc4** |
| **35. hxg6+** | **Kxg6** |
| **36. Nc3+** | **Kf6** |
| **37. Qe4!** | **Bxd3** |
| **38. Qxd3** | **Qc4** |
| **39. Nd5+!** | **Ke6** |
| **40. Qf5+!!** | **Kxd5** |
| **41. Qxf7+** | **Kd4** |

*Position after **41. ... Kd4***

Is Black's King strong or weak in its current position? Now the position is almost a "White to play and win" problem.

**42. Qxg7? ...**

Groan, groan, groan. I felt in my bones I was winning here, but could not find the correct continuation during the heat of battle. While searching for the win I got into very severe time pressure.

Winning was 42. Qg6! White threatens 43. Qe4+ winning. He is also hitting the Black KB and QP. 42. ... d5 (42. ... Bf8? 43. Qe4+! Kc5 44. b4+ Kxb4 45. Bd2+ Kc5 46. Rc1 winning) 43. Qxg7 Qe2 (I had gotton this far in my analysis. I saw Black was ready to double on the 7th rank and considered the position as being lost for White. I made a computer-like mistake. I cut off my tree of analysis one move too early!) 44. Bf4! (This is the move I could not discover over the board.) 44. ... Rc2 45. Bxe5+! Kc5 (45. ... Qxe5? 46. Rd1+ winning) 46. Qc7+ Kb4 47. Qd6+ Kb3 48. Qxd5 + Kb4 49. Qb5+ and of course White is winning. Even better is 49. Bc3+ Rxc3 50. Qb5+ Qxb5 51. bxc3+ as pointed out by one of my students. [I also briefly considered 42. Qxa7!? Qb3. The position is ugly and unclear, and probably not good for White.]

**42. ... Qe2**

Now there are still some hidden possibilities.

**43. Qxh6!? ...**

Perhaps another opportunity slips by White. [43. Bf4!! Rc2 (43. ... Qxf3 44. Bxe5+ Kd5 45. Re1 Rc2 46. Qg8+ Kc5 47. Qc8+ Qc6 48. Bxd6+ Kxd6 49. Re6+ winning) 44. Bxe5+! dxe5 45. Qd7+ Ke3 46. Ra3+ Kf4 47. Qf5+ Kg3 48. f4+ Qf3 (48. ... Kh4?? 49. Qh5#) 49. Rxf3+ Kxf3 50. fxe5+ Kg3 51. Qxc2 wins.]

**43. ... Qe1+**
**44. Kg2 Rc2+**
**45. Bd2! Qxd2+!**

A good move by Black. White was going for the following swindle: 45. Rxd2+? 46. Kh3! Qxa1 47. Qxd2+ Kc4 48. Qc3+ Kd5 49. Qd3+ Ke6 50. Qf5+ when Black is no longer winning.

**46. Qxd2 Rxd2+**
**47. Kg3 a5**
**48. g5!? ...**

I am sure that my play in this Rook and Pawn ending could have been improved 1000%, but I was short of time and exhausted from the earlier complications. [48. b3!?]

**48. ... Kd5**
**49. Kg4?! ...**

A much better try was 49. Rg1! To show how easily Black can go astray, consider 49. ... Ke6 50. Kg4 Rxb2 51. Kh5 Kf5 52. Kh6 d5 53. g6 Kf6 54. Kh7 Rh2+ 55. Kg8 Rh6 56. g7 Ke7 57. Rg5 Rh3 58. Rxe5+ Kd6 59. Rg5 Ke7 60. Rxd5 Rxf3 61. Re5+ Kf6 62. Rb5 and White wins. Of course these moves are NOT best for Black, but simply show that the endgame was not without hazards and that Black must play very accurately.

**49. ... Ke6!**

Black wants to be able to use his King to catch my g-pawn.

**50. Kh5? ...**

[50. Rg1! 50. Rh1!?]

**50. ... Kf5!**

Suddenly a tired White player who is running short of time finds himself in a mating web.

**51. Kh6 Rh2+**
**52. Kg7 Kxg5**

White is almost without hope now.

**53. Rd1 Kf4!**
**54. Rxd6 Kxf3**
**55. Rxb6 e4**

Material equality, but Black is better. Better King, better Rook, better pawns and a passeer, etc. It's no contest now.

**56. Rb5 ...**

Black also wins with: 56. Rf6+ Ke3 57. Kg6 Rxb2 58. Ra6 Kd2 59. Rsa5 e3 60. Rd5+ Ke1 61. a5 e2 62. Kg5 Rd2 63. Rb5 Kd1 64. Rb1+ Kc2 65. Re1 Kd3 66. Kf4 Rd1.

**56. ... e3**
**57. Rxa5 Rxb2**
**58. Re5 e2**
**59. a5 Rb1**
**60. Kf6 e1Q**
**61. White resigns**

After the game my opponent claimed that he was always better and that with his King on d4, the game was "in the bag". Rather than argue, I simply present my analysis and let the reader draw his own conclusions.

# ... Got My Man (Part II) *by Caesar Lawrence*

Here's the second part of my article about denying your opponent his choice of opening by transposing into one of your own favorite lines.

**12/18/99**
**MCC G/29 Invitational**
**Round #3; G/29**
**Caesar Lawrence (QC 1794)**
**Michael Chenault (QC 1773)**
**Teichmann Defence to BGD**

| | |
|---|---|
| **1. e4** | **d5** |

No, we won't play the Center-Counter today. We will play one of White's other pet lines.

| | |
|---|---|
| **2. d4** | **dxe4** |
| **3. Nc3** | **Nf6** |
| **4. f3** | **exf3** |
| **5. Nxf3** | **Bg4** |
| **6. h3** | **Bh5** |
| **7. g4** | **Nxg4** |

This knight sacrifice is a foolhardy move. Black is behind on development and gives up a perfectly good knight for two pawns. Where's the attack?

| | |
|---|---|
| **8. hxg4** | **Bxg4** |
| **9. Bf4** | **e6** |

Tim Sawyer, a devoted BDG player, suggests 9. Bb5+ c6 10. Bc4 to hinder Black's minor piece development. I'm not so brave to let my King stay in the center, so I plan to move to the other side of town via O-O-O. Then it will be hunting season for Black's King.

| | |
|---|---|
| **10. Qd3** | **Nc6** |
| **11. O-O-O** | **a6** |
| **12. a3** | **...** |

*Position after 12. a3*

| | |
|---|---|
| **12. ...** | **Nxd4** |
| **13. Nxd4** | **Bxd1** |
| **14. Qxd1** | **Bc5** |

Gee, let's review the rules of engagement. When you are up on material it is wise to exchange pieces. Therefore, when you are down on material it is a bad thing to do.

Yes, Black got the best of that exchange, but he has fewer weapons to mate White's King.

| | |
|---|---|
| **15. Nb3** | **Qxd1+** |
| **16. Nxd1** | **O - O - O** |

Oops, there it is, the final mistake.

| | |
|---|---|
| **17. Nxc5** | **resigns** |

**1 - 0**

Well, what can I say, I got my man.

*Internet Chess Training with*
*Senior Master / FIDE Master*
*Stephen Muhammad*
♘ ♘ ♘
*Game Analysis, 1 on 1 play and more!*
♘ ♘ ♘

# Study Break *by Rhodes Peele*

Here are the solutions which I promised to the four endgame studies that were diagrammed on the cover of the previous (Feb—Apr) *Alabama Chess Antics*. I'll repeat the starting positions, but to conserve space I'll use Forsyth Notation.

**I. 8/6p1/32/1P6/4K2k***
S. Isenegger, 1964
White to play and win

* (White has a P on b2 and a K on e1; Black has a P on g7 and a K on h1. No other men. Upper case letters denote White men, lower case Black men. I hope this is enough to show how Forsyth notation works.)

If 1. b4? g5 2. b5, Black draws by simply advancing and promoting his pawn. No better is 1. b4? g5 2. Ke2 g4! denying the WK access to f3 in the nick of time. Nor does 1. Kf2? win, since Black regains the tempo he loses with 1. ... Kh2! when his pawn arrives on g3 with check.

**1. Ke2! ...**

Now 1. ... g5 doesn't work, since White has access to the f3 square: 2. Kf3! with an easy win.

**1. ... Kh2**

In order to answer 2. Kf3? with 2. ... Kh3! Now after 2. b4 g5 3. b5 g4 4. b6 g3 5. b7 g2 6. b8(Q)+, White has gained the tempo he needs and wins.

**II. 8/1pPK3b/24/5k2/16**
A. & K. Sarychev, 1928
White to play and draw.

**1. Kc8!! ...**

Not 1. c8(Q)? Bf5+ 2. Kc7 Bxc8 3. Kxc8 b5 etc; nor 1. Ke6? Ke4! 2. c8(Q) Bf5+ etc. Also, more passive defensive plans such as 1. Kd6 Bf5 2. Ke5 Bc8 3. Kd5 Kf4 4. Kc5 Ke5 5. Kb6 Kd6 all lose for White. But 1. Kc8 seems to move out of the "square" of the BP while simultaneously blocking the WP. How can White possibly catch the BP and draw now?

**1. ... b5**

1. ... Be4? 2. Kb8! is an easy draw.

**2. Kd7! b4**

2. ... Bf5+ 3. Kd6 b4 is just a different move-order.

**3. Kd6 Bf5**
**4. Ke5! ...**

After the Bishop moves to any (reasonable) square, White will play 5. Kd4 and soon win the BP, securing the draw.

**III. B7/P7/P7/k6K/16/7p/r7**
J. Fritz, 1961
White to play and win.

**1. Bh1! Rxh1**
**2. a8(Q) Rd1!**

This is the best defense as it is the only move that prevents the checks on d5 and d8, one of which would soon lead to a decisive Q fork after other moves of the BR. (White is playing for K+Q vs. K+R, a known win. For example, after 2. ... Rg1 he could play 3. Qd5+ followed by 4. Qa2+ or 4. Qd6+ depending on Black's move.) If now 3. a7??, then 3. ... h1(Q)+ 4. Qxh1 Rxh1+ 5. K any Rh8, and it's Black who wins.

**3. Qh1!! ...**

An echo of his first move, and as "strong" as it is "long"!

**3. ... Rxh1**
**4. a7 ...**

In their book *Secrets of Spectacular Chess* (from which all four of these studies are taken), Levitt and Friedgood now comment as follows: "In a simple and almost symmetrical position, Black's extra rook proves, paradoxically, to be a decisive disadvantage! White wins after 4. ... Rg1 5. a8(Q) Kb5 6. Qb8+". (This study is a "version" of an earlier one by Heuacker.)

**IV. 3K4/1p5p/1p6/16/1B6/1p6/b1k3B1**
G. Nadareishvili, 1949
White to play and win.

Less explanation is required for this one, so since the solution is rather long, I'll mostly just list the moves. Black's main idea is to play for stalemate. If you are interested, *Secrets of Spectacular Chess* has some additional commentary.

**1. Be3+ Kb1**
**2. Bh6! b5**
**3. Ke7 b4**
**4. Kf6 b5**
**5. Kg5 ...**

Breaking the stalemate, and preparing a "ladder" descent".

**5. ... Kc1**
**6. Kf5+ Kb1**
**7. Kf4 Kc1**
**8. Kf3+ Kb1**
**9. Ke3 Kc1**
**10.Ke2+ Kb1**
**11.Bd2 h5**
**12.Kd1 h4**
**13.Bxb4 h3**
**14.Kd2 h2**
**15.Bd5 h1Q**
**16.Bxh1 Ka2**
**17.Bd5+ Kb1**

Now White has mate in 4.

**18.Ba3 b4**
**19.Bb3 bxa3**
**20.Bg8 a2**
**21.Bh7#**

| OPEN SECTION - 28th Queen of Hearts - February 12 13, 2000 - Montgomery, AL | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| # | Player | pre rtg | post rtg | 1 | 2 | 3 | 4 | 5 | Score |
| 1 | Stephen Muhammad (GA) | 2421 | 2419 | W 10 | W 8 | W 4 | W 2 | D 3 | 4.5 |
| 2 | Rick Aeria | 1998 | 2038 | W 18 | W 15 | W 5 | L 1 | W 8 | 4.0 |
| 3 | Mark Liatti | 2040 | 2065 | D 12 | W 11 | D 7 | W 9 | D 1 | 3.5 |
| 4 | Ray Downs | 1951 | 1969 | W 13 | W 16 | L 1 | W 10 | D 5 | 3.5 |
| 5 | Tim Bond | 1929 | 1948 | W 14 | W 20 | L 2 | W 7 | D 4 | 3.5 |
| 6 | Matthew Puckett | 2200 | 2166 | L 15 | W 18 | W 12 | L 8 | W 11 | 3.0 |
| 7 | Andy Reeder | 2143 | 2121 | D 11 | W 17 | D 3 | L 5 | W 15 | 3.0 |
| 8 | Jere Roland | 1900 | 1920 | W 19 | L 1 | W 20 | W 6 | L 2 | 3.0 |
| 9 | Raymond Quillian (GA) | 1895 | 1869 | L 20 | W 13 | W 15 | L 3 | D 14 | 2.5 |
| 10 | John Morcos | 1891 | 1882 | L 1 | W 14 | W 19 | L 4 | D 13 | 2.5 |
| 11 | James Richardson | 1855 | 1868 | D 7 | L 3 | W 16 | W 12 | L 6 | 2.5 |
| 12 | Giles D'Souza | 1782 | 1818 | D 3 | W 21 | L 6 | L 11 | W 18 | 2.5 |
| 13 | Ross Smith | 1730 | 1744 | L 4 | L 9 | W 17 | W 20 | D 10 | 2.5 |
| 14 | Sigurd "Sig" Smith | 1664 | 1666 | L 5 | L 10 | bye | W 16 | D 9 | 2.5 |
| 15 | Caesar Lawrence | 1857 | 1861 | W 6 | L 2 | L 9 | W 19 | L 7 | 2.0 |
| 16 | Brian Brown | 1416 | 1420 | bye | L 4 | L 11 | L 14 | W 20 | 2.0 |
| 17 | Uwe Frishmuth (MS) | 1838 | 1804 | D 21 | L 7 | L 13 | L 18 | bye | 1.5 |
| 18 | Rhodes Peele | 1800 | 1790 | L 2 | L 6 | half bye | W 17 | L 12 | 1.5 |
| 19 | James Bowen | 1607 | 1590 | L 8 | bye | L 10 | L 15 | — | 1.0 |
| 20 | Charles Cunningham (MS) | 1378 | 1386 | W 9 | L 5 | L 8 | L 13 | L 16 | 1.0 |
| 21 | Ben Sides | 2051 | 2016 | D 17 | L 12 | — | — | — | 0.5 |

# 28th Queen of Hearts

This year's Queen of Hearts featured a special treat for early arrivals on Friday, Feb. 11. Dr. Stuart Rachels, now back in Alabama, gave a simultaneous exhibition against 10 opponents. Dr. Rachels won all ten of his games!

The tournament got under way in the Student Activities Room on the AUM campus Saturday morning with Rich Bellezza directing.

When the smoke settled Sunday afternoon, Stephen Muhammad emerged once again as the winner of the Open Section with a nearly perfect score, his only draw being to Auburn math grad student Mark Liatti. (Stephen has now won the Q of H four times in a row!) Rick Aeria won second (for his game against Muhammad, see page 3); Andy Reeder and Matt Puckett took top and second Expert, respectively; and the A and U1800 prize funds were both split three ways.

Ryan Willis was first in the Reserve Section. John Burgams, Fred Wood and Greg Wilder divided the 2nd and top D prizes., and Rily Lane took top E.

RESERVE SECTION - 28th Queen of Hearts - February 12-13, 2000 - Montgomery, AL

| # | Player | pre rtg | post rtg | 1 | 2 | 3 | 4 | 5 | Score |
|---|---|---|---|---|---|---|---|---|---|
| 1 | Ryan Willis | 1446 | 1475 | D 4 | W 13 | W 3 | W 2 | W 6 | 4.5 |
| 2 | Josh Burgams | 1458P | 1454P | W 11 | W 6 | W 9 | L 1 | D 4 | 3.5 |
| 3 | Fred Wood | 1286 | 1357 | W 7 | W 5 | L 1 | D 8 | W 9 | 3.5 |
| 4 | Greg Wilder | 994 | 1095 | D 1 | W 7 | W 14 | D 9 | D 2 | 3.5 |
| 5 | Leonardo Cabana (FL) | 1469 | 1433 | W 15 | L 3 | W 12 | L 6 | W 11 | 3.0 |
| 6 | Kevin Vallier | 1369 | 1393 | W 8 | L 2 | W 10 | W 5 | L 1 | 3.0 |
| 7 | Lee Miller (TN) | 1549 | 1484 | L 3 | L 4 | D 11 | W 12 | W 13 | 2.5 |
| 8 | Bruce Clyne | 1510 | 1459 | L 6 | D 11 | W 13 | D 3 | D 10 | 2.5 |
| 9 | Mohammad Abdel-Ghany | 1428 | 1400 | W 12 | W 10 | L 2 | D 4 | L 3 | 2.5 |
| 10 | Riley Lane (GA) | 1159 | 1195 | W 14 | L 9 | L 6 | W 15 | D 8 | 2.5 |
| 11 | Greg Benke | 1193 | 1231 | L 2 | D 8 | D 7 | W 14 | L 5 | 2.0 |
| 12 | Adam Bellezza (GA) | 558 | 586 | L 9 | bye | L 5 | L 7 | W 15 | 2.0 |
| 13 | Jeremy Farris (GA) | 1158 | 1146 | half bye | L 1 | L 8 | bye | L 7 | 1.5 |
| 14 | John O'Connor | 1480 | 1400 | L 10 | W 15 | L 4 | L 11 | — | 1.0 |
| 15 | John Moore | 1016 | 972 | L 5 | L 14 | bye | L 10 | L 12 | 1.0 |

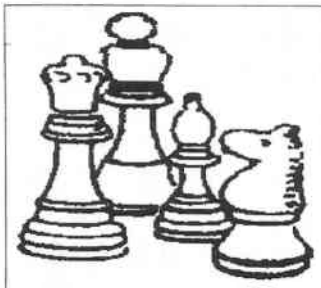
# First Sunday Quads

**When:** The First Sunday of **(almost)** every month (please check the ACF Calendar)
**Where:** First floor, Education Building on the UAB campus.
**What:** Low-cost USCF rated Quads, G/45.
**Entry fee:** **$2.00.** Some sections may be Hex, or G/30
**Times:** **Registration,** 1:00-1:30; **Rounds,** 1:45, 3:15, 4:45
**Prizes:** Clear winner in each section receives free entry to the next event.
**Contact:** Ken Sloan
**Latest info:** www.cis.uab.edu/info/faculty/sloan/ACF

# KELLY HILL REC CENTER TOURNAMENTS

**When:** The **last Saturday** of each month. Tournament **starts** at 12:00 noon, **Eastern** tiime.
**Where:** Building 9079, Fort Benning, Georgia.
**What:** Three-round Swiss system tournament, USCF rated, G/75, entry fee $4.
**Contact:** For more info call Mason Lawrence after 12 noon on Monday, Thursday or Friday; or Lamar Causey after 6:00 PM

**Sponsor:** Phenix City Chess Club. Web page: http://members.aol.com/Lam33/index.html



A. J. Goldsby I
U.S.C.F. Life-Master

Chess Instructor • Chess Lessons • Chess Coach
On-staff of The Creative Learning Center

| ACF Tournament Calendar – mostly from http://www.cis.uab.edu/info/faculty/sloan/ACF | | |
|---|---|---|
| **Event** | **Date and place** | **Contact person** |
| Alabama G/29 (QC) Championship | June 3<br>Comfort Suites, 5924 Monticello Dr., Mont. | Caesar Lawrence |
| First Sunday Quads<br>(see page 16) | June 4 (reg. 1:00—1:30)<br>1st Floor Education Building, UAB | Kenneth Sloan |
| Druid Knights Open<br>(see page 18) | June 10 - 11<br>Ferguson Center, UA, Tuscaloosa | Donald Yessick |
| Tuscaloosa Quads (3rd Sunday Rated Chess)<br>(see page 17) | June 18 (reg. 1:30—2:00)<br>Ferguson Center, UA, Tuscaloosa | Donald Yessick |
| First Sunday Quads<br>(see page 16) | July 2 (reg. 1:00—1:30)<br>1st Floor Education Building, UAB | Kenneth Sloan |
| Deadline for submitting articles<br>for next *Alabama Chess Antics* | July 10 | Rhodes Peele |
| Tuscaloosa Quads (3rd Sunday Rated Chess)<br>(tentative; see page 17) | July 16 (reg. 1:30—2:00)<br>Ferguson Center, UA, Tuscaloosa | Donald Yessick |
| Greater Alabama Open<br>(see page 19) | August 5 - 6 (reg. 9:00 - 9:30)<br>Comfort Suites, 5924 Monticello Dr., Mont. | Caesar Lawrence |
| First Sunday Quads<br>(see page16) | August 6 (reg. 1:00—1:30)<br>1st Floor Education Building, UAB | Kenneth Sloan |
| Tuscaloosa Quads (3rd Sunday Rated Chess)<br>(tentative; see page 17) | August 20 (reg. 1:30—2:00)<br>Ferguson Center, Univ. of Alabama | Donald Yessick |
| Alabama State Championship | September 2 - 4, Birmingham<br>(tentative) | TBA |

# Tuscaloosa Quads

**When:** 3rd Sunday of (mostly) every month.
**Where:** Ferguson Center at the University of Alabama.
**What:** G/30—rated chess. (Quads or 3-Round Accelerated Swiss)
**Entry fee:** $2.00; USCF membership required; available on site.
**Register:** 1:30—2:00.
**Dates:** June 18, July 16 (tentative), August 20 (tentative), September 17 (tentative)
**Directions:** (from Birmingham) From I59 southbound, take McFarland Boulevard Exit; turn right; continue to Jack Warner Parkway (formerly River Road); turn right onto JWP (will cross over McFarland); enter University of Alabama on McCorvey Drive; take left at stop sign. Ferguson Center is the building on your right.
**Latest info:** **Web:** bama.ua.edu/~yessi001/chess.
**Sponsor:** University of Alabama Chess Club

# Druid Knights Open

## Five Round Swiss System

June 10th & 11th, 2000, in the Ballroom, Ferguson Student Center (3rd Floor) on the University of Alabama Campus.

Two Sections (Prizes based on 40 players. All entry fees will be returned as prizes on a prorated basis.)

| Open | |
|---|---|
| 1st | $300 |
| 2nd | $125 |
| 1st Expert | $100 |
| 2nd Expert | $50 |
| 1st A | $100 |
| 2nd A | $50 |
| 1st B | $100 |
| 2nd B | $50 |

| Reserve (U 1600) | |
|---|---|
| 1st | $150 |
| 2nd | $75 |
| 1st D | $75 |
| 1st C | $75 |
| 1st U 1000 | $50 |

Time control: G/120. TD: Don Yessick
Rounds: (6/10) 9:30, 2:30 and 7:30. (6/11) 9:00 and 2:00
USCF membership required (available on site.)
Entry fee: $40; mail by June 3 to Giles D'Souza, c/o Tuscaloosa Chess Club
make check payable to Tuscaloosa Chess Club and state desired section on memo line check.
Info: http://bama.ua.edu/~yessi001/chess/

# 7th Greater Alabama Open

## August 5—6, 2000 at Comfort Suites, 5924 Monticello Drive, Montgomery AL

Room rate: $55/ Suite, Single/Double. 10 Suites are booked for chess. Make your reservations early. Ask for the chess rate or Caesar Lawrence rate. See display ad for Alabama G/29 Championship for directions to site . The playing site will be the café this year!

**Details:** 4SS, USCF Rated, NC, NS. W, OSA
**Prizes:** 1st in both sections guaranteed, others based on 30 players.

| Open (to all) | | Reserve (U 1600) | |
|---|---|---|---|
| 1st | $225 G | 1st | $100 G |
| 2nd | $130 | 2nd | $75 |
| Top A | $120 | Top D | $75 |
| 2nd A | $75 | 2nd D | $75 |
| U1800 | $100 | U1200 | $75 |

**Entry fee:** Open, $40; Reserve, $35. Make check payable to Montgomery Chess Club; mail to Caesar Lawrence

Write your USCF ID number on check and state desired section. Late registration 9:00—9:30 AM Saturday.
**Time control :** 35/90; SD/30 (both sections)
**Round times:** Saturday, 10:00 and 2:30; Sunday, 10:00 and 2:30.
**Membership:** USCF ($12/$17/$40) and ACF ($5/$10), both required, other states OK.
**Side event:** GAO G/10 championship. Saturday 7:00—9:00 p.m.
4 SS, EF $10, $130 guaranteed prize fund ($70/$40/$20) Registration closes at 6:45 p.m.

*The 7th GAO and the GAO G/10 are **separate** Heart of Dixie events.*

The **Alabama Chess Federation** (ACF) is the United States Chess Federation (USCF) affiliate for the state of Alabama. Membership is open to any interested individual or organization by paying the annual membership dues. Please support Alabama chess by **joining** or **renewing** your annual membership in ACF.

# ACF Membership Application

( ) Regular, $10 ( ) Scholastic, $5 ( ) Affiliate, $15

NAME _____

ADDRESS _____

CITY, STATE,ZIP _____

USCF ID# (if applicable) _____

PHONE and/or E-ADDRESS _____

**Mail this coupon or a photocopy along with payment to**
**Jack Mallory / ACF Secretary/Treasurer /**

**Alabama Chess Antics**

**c/o Jeff Lake**
**Publisher, Alabama Chess Antics**

*Inside This Issue*


- *Stephen Muhammad on the endgame*
- *Bill Melvin on opening study and opening traps*
- *A. J. Goldsby annotates two games from the Alabama State Championship*
- *A game of ACF Vice President Caesar Lawrence*
- *Solutions to endgame problems on cover of previous issue*
- *Tournament calendar and display ads*
- *And more*